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(57) **ABSTRACT**

An example system includes a game device including a game processing unit performing information processing concerning a game and a communication unit performing communication via a network, and a communication unit performing communication with the game device via the network. The game device includes a purchase request transmission unit transmitting a purchase request for the first item to be used in the game to the server by communication through the communication unit. The server includes a purchase request reception unit receiving the purchase request transmitted by the purchase request transmission unit, and a first item imparting unit imparting the first item in response to the purchase request received by the purchase request reception unit. An upper limit is set to the cumulative number of the purchased first items for the user who plays the game using the game device.

